

IN THE ABSTRACT:

Please replace the abstract with the following:

--A method and kit for ~~An~~ an interactive exchange qualification card game designed to encourage social interaction among all players in a group. Any reasonable number of players may participate in the game. In the first mode of play, each player begins with a predetermined number of like symbol cards, such as World Landmark Theme cards, and collects the same number of different cards from the other players by ~~an~~ the means of the exchange of cards. All players with appropriate collections at the end of the game qualify for a reward as determined by a game controller. If the number of rewards is limited, and all players do not get a reward, secretly coded cards are selected, and player with the secret cards and the appropriate collection qualify for a reward as determined by the game controller. ~~If a player has an incomplete collection at the end of the exchange phase of the game, the game controller determines the qualification of the player to receive a reward and the type of reward the is to receive.~~ Further, there is ~~In~~ another mode of play disclosed. ~~,each player begins with a predetermined number of different cards and collects the same number of like cards from the other players by means of an exchange of cards. The game controller is required~~

~~to specify which particular card each player may collect when the playing cards are initially distributed, otherwise multiple players might decide to collect the same, thereby competing, cards. The use of secretly coded cards and the manner of winning are the same as in the first mode . --~~